



manhunt 2™

An experiment at a secret research facility has gone catastrophically wrong. Daniel Lamb and Leo Kasper are the only surviving subjects. The Pickman Project will stop at nothing to hunt them down and stop the truth from getting out.

Demented screams echo around the dank asylum that has caged you for the last six years. You open your eyes. A white-coated body slumps to the floor through your shaking hands. A bloody syringe slips from your arm. Waves of confusion and paranoia crash over you. You have no idea who you are or how you got here.

**The door to your cell is open.
One choice. One chance.
They took your life. Time to take it back.**

ROCKSTARGAMES.COM/MANHUNT2



www.pegi.info

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1 Player • Memory Card (8MB) (for PlayStation®2): 394KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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This software is only compatible with the PlayStation®2 computer entertainment system displaying the PAL logo



PlayStation®2

Manhunt 2™

PlayStation®2



PAL



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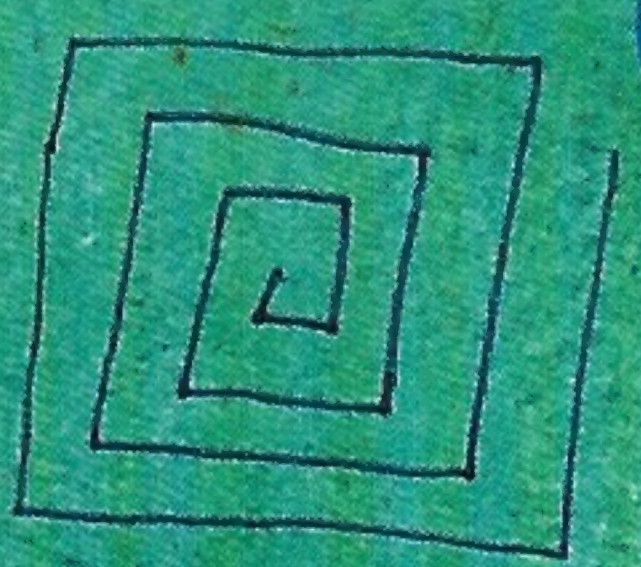


SLES
54819

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Received
JUL 4
Medical Examiner

CONFIDENTIAL



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JUL
Medical Examiner



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Medical Examiner

SLES-54819

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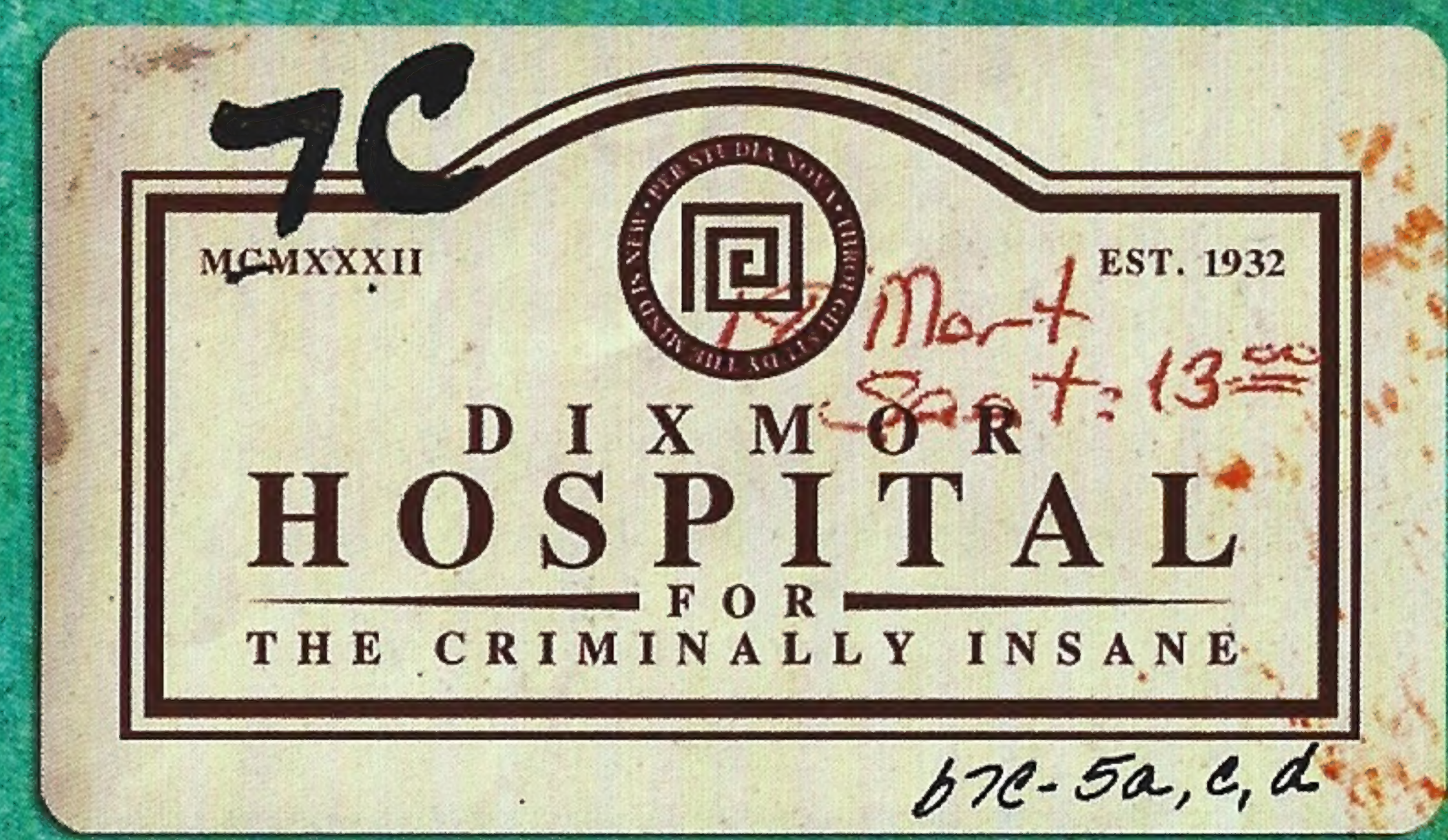
NOTE PLEASE

1. Nat rw
2. Don —
3. Bud —
4. —



100 to come
↑

Tracy
R



CONFIDENTIAL

Head injury
↓

psychological shock
↓

fresh psychological rest
↓

mild abnormality in
neurotransmitter chemical kinetics
↓

low concentration of
obsessive compulsive symptoms
↓

transverse affective illness



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2, always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



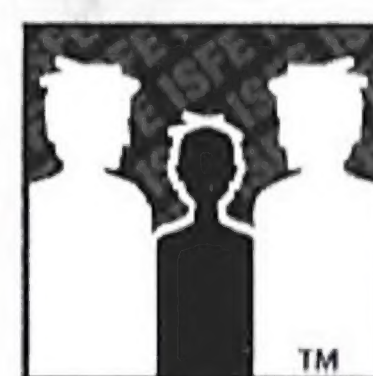
FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

SLES-54819

1 Player • Memory Card (8MB) (for PlayStation®2): 394KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

Internal Memo

High Security Ward

URGENT

From: Dr. Whyte

To: Dr. Pickman

Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records relating to these patients are destroyed.

We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of 'The Project'. Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenic disorders.

I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.

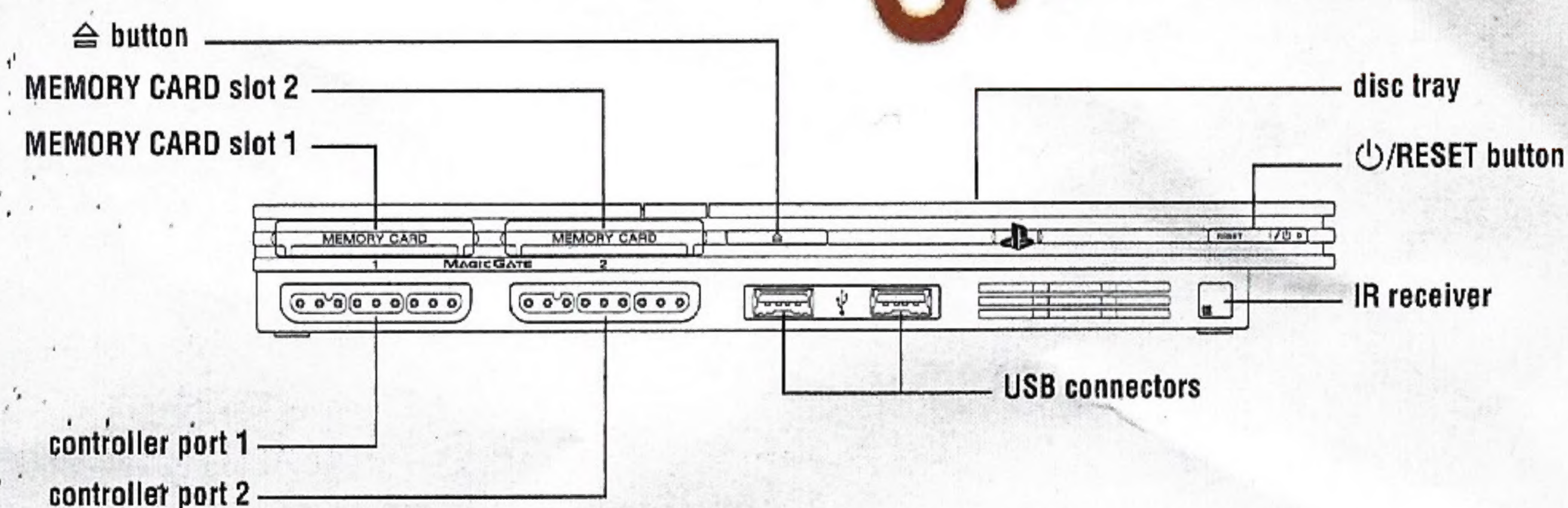
We HAVE to track them down.

Dr. Whyte



GETTING STARTED*

URGENT



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Manhunt 2 disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

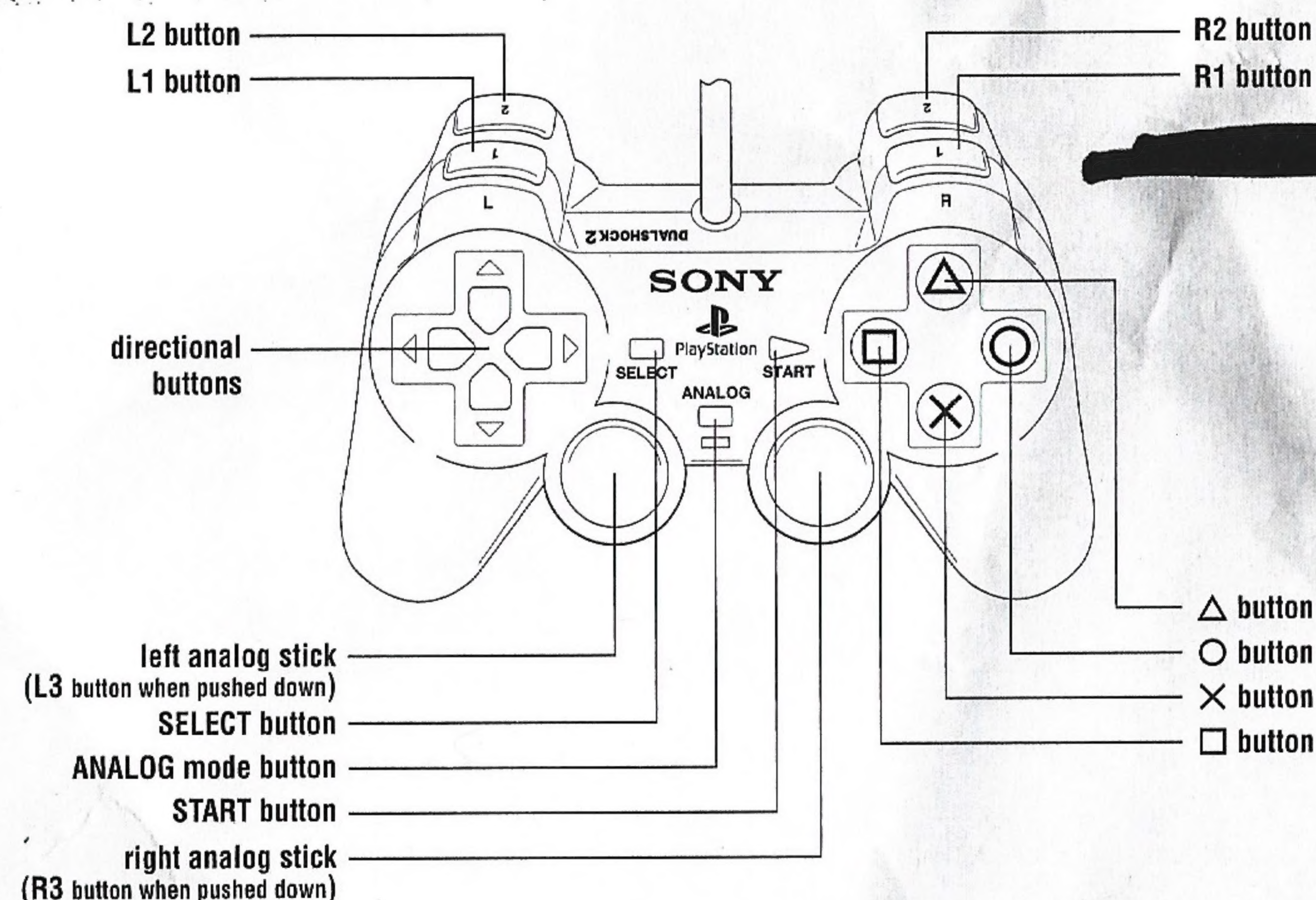
Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same Memory Card (8MB) (for PlayStation®2) or any Memory Card (8MB) (for PlayStation®2) containing previously saved games.

This title supports English, French, Italian, German, Spanish. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play. This title autoloads data on boot up.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



CONTROLS

NOTE: This title does not support the digital controller

- button Run
- button Hit/Execute/Wall tap/Hold for heavy attack
- button Wall squash/Block in melee combat
- button Use/Pick up body/Drop body/Crawl/Climb
- button Target enemy/Free aim lure/Aim round corner/Use scope
- button Shoot/Throw lure/Execute
- button Strafe left
- button Strafe right
- Left analog stick Movement/Zoom scope
- Right analog stick Look around/Aim x-hair/Cycle target
- button + button 180 turn
- Reload/Toggle flashlight on/Toggle flashlight off
- Swap weapon
- Cycle inventory
- Cycle inventory
- SELECT button Inventory screen
- START button Pause/Options/Skip cutscene
- button Look back
- button (not in aim mode) First person view
- button (in aim mode) Free aim

manhunt 2
PATIENT: LAMB, DANIEL
MALE DOB: 05/29/65
PREJDO

Daniel Lamb
114 Bay View West
San Fierro, SA 94705
(510) 612-6736

OBJECTIVE

A mid-level research position in defensive biological weapons development

SKILLS

Proficient in LC/MS, GC/MS, IR, NMR, LC-NMR, protein purification, HPLC

EMPLOYMENT HISTORY

1989-Present McKenzie Druchner, Inc.
Research Associate in Biotoxins Division
1986-1989 Green and Becker Pharmaceuticals, Inc.
Lab technician

EDUCATION

B.S., Biochemistry-
UNIVERSITY OF SAN FIERRO, SAN ANDREAS, 1985

RELATED COURSEWORK

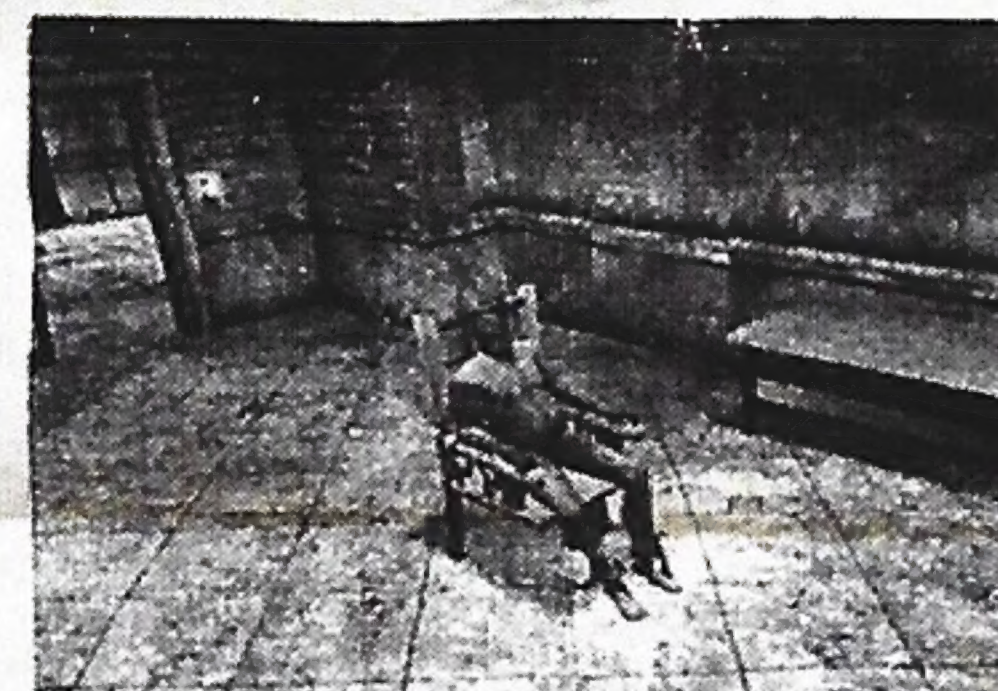
Molecular Biology,
Virology, Neurology,
Cognitive development

(b) (3) -32 USC 403
(b) (3) -61 USC 779
(b) (3) -P.L. 86-36

Further explorations in
subjects personalities
Project and developing

More extensive regression
intense psychotherapy and
discovery of key triggers
been identified it is also
previous connections to t
all ties to the subjects' past
imposed.

After 3 weeks of intensive, one
was sent forward for the second
events had been identified which



us attempts to eliminate
stilling loyalty to The
success.

The hypothesis is that
agnosis will lead to the
s. Once such triggers have
must be prompted to reject all
only by severing

DIXMOR HOSPITAL
FOR THE CRIMINALLY INSANE
Est. 1932

*Behavioral patterns suggesting suitability of
experimental candidates*

Observation Point 1 (Spanky's)
-The successful candidate must show a propensity
for violence beyond that of an episodic dyscontrol
or intermittent explosive disorder sufferer.

-A subject's choice of implement can give deep
insight into their potential usefulness to The
Project. A psychopathic personality is more likely
to select weaponry that will lead to grievous
trauma to the victim. A wide range of tools is
made available to all potential subjects. Flag
subjects who choose the circular saw or the

for further monitoring.
Does the subject make use of the ambient
in the room? The types we are looking for
hibit more imagination in the dispatch of their
The Dentist Chair Cell is ideal for this test
nial for creative methods of termination are
t room.

How does the subject's mental state change
course of the observation? Excitement at
nity we present them with seems common to
but the successful candidates will exhibit no
enorse after they have finished with their
t should even go so far as to show signs of
n and sustained excitement. Contrast this
essful subjects, who are likely to either
er explicitly or seek some sort of information
victim, which can be viewed as an implicit
d expression of regret.

Memo

CONSULTATION REPORT

Consultation Only
Consultation & Follow-Up

En
Ro

manhunt 2

PATIENT: KASPER, LEO
MALE DOB: 06/09

MED
U 628232

SOLUTION:
DISCOLORATION
WELTS

HAMMER
TRAUMA
TO MOUTH
(DENTAL REGION)

SKIN GRAFT

SHALL
INT.

SOLUTION:
DISCOLORATION
WELTS

LEFT KIDNEY

SKIN GRAFT
SOURCE

FINGERS
AMPUTATED

FINGERS
AMPUTATED



Leo Kasper

76 1/2 inches
192 LBS.

REPORT OF CONSULTATION Opinion and Recommendation:

Predator subjects with the test apparatus reported a 83% success rate in detecting the prey by the sound of his breathing. Predator subjects without test apparatus reported a 17% success rate at detection. Clearly the prey subject's breathing can be heard even without the apparatus to some extent.

Further Action:

Significant difference between the 2 test groups were found - proceed with further testing of AS319.

Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subject's is in close proximity (match the buttons that may appear on screen as an enemy peers into your safe zone). If he was successful at holding his breath, would the predators with test apparatus be able to hear his heartbeat?

CHART COPY

44-171-

re-written report

fax in Bursen

From: Dr. Whyte (Dixmor)
Sent: Monday, May 14 6:56 PM
To: Dr. Pickman (Dixmor)
Subject: (no subject)

As per your request, an approximate schedule of events during the night of the Pickman Bridge malfunction in test case #412567:

7:54pm Fisto Sugar Manufactory Depot
- Blackwell Island

Dr. Michael Grant was set up as decoy in ambush of subject. Blackwell Island chosen for remoteness, and along route of monthly fish. Ambush compromised by dexterity of subject. Dr. Grant subsequently m

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

Mr. Stanley Grex, the main source of funding for Pickman Bridge research, is assassinated in plain sight in middle of the plaza. Subject identified as assassin. Perimeter set up to allow no escape.

Subject escaped. More Project casualties.

10:58pm Storage Facility C

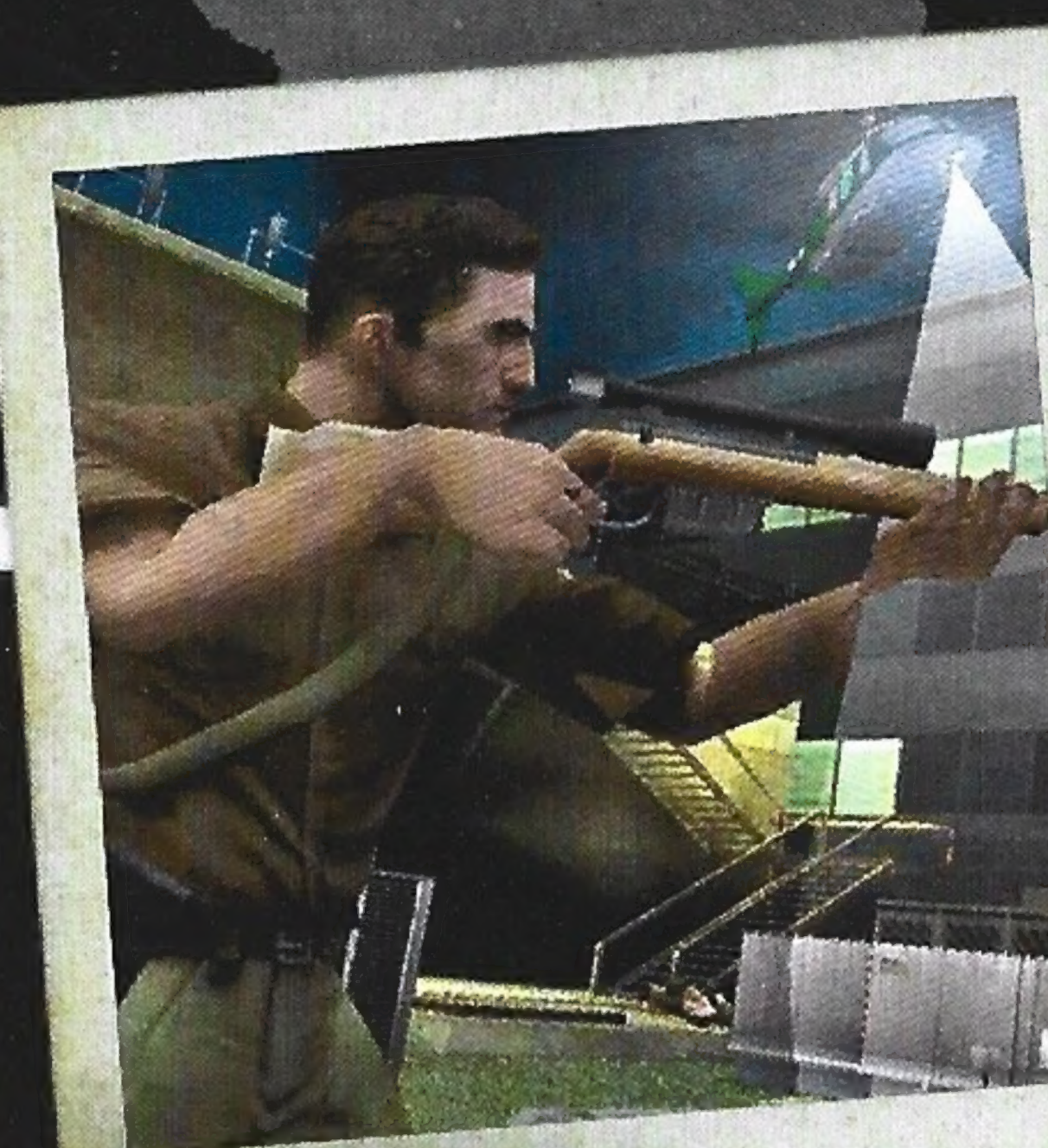
Subject infiltrates covert Project storage facility adjacent to Watkins Trainyard. Watchdogs dispatched to retrieve subject. All hard files and discs pertaining to history of subject and data on Pickman Bridge destroyed in arson.

Subject escaped. Watchdog casualties.

12:51am - Wooddale Community Enclave

Subject tracked to suburban neighborhood in residential sector. Situation integrity compromised - no longer confined to internal personnel. Local law enforcement and SWAT teams in area. Subject evades all and enters home of

I cannot stress enough the importance of the subject's rehabilitation. If you want to be sure of how this happened, he must be treated as a psychiatric patient, not dissected as a lab animal. We must take responsibility for what we have created.
-W



sugar factory



plaza

FIELD TEST

Specific sexual acts were prepared for each subject depending on the information gathered in phase 1. Common sexual acts that scored highly across all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where live sex acts would be impractical.

The highest scoring were acts of bestiality where an animal takes an active role, pederasty involving a deformed older erastes and pre-pubescent eromenos, and coprophilia of any kind. These 3 acts caused the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and emesis during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused emesis in playback occurred almost instantaneously in the majority of subjects.

Phase

After
progr
arous
was
find
live
and
or
pha

THE TEMPEST

MIRANDA

You have often
Begun to tell me what I am, but stopp'd
And left me to a bootless inquisition,
Concluding 'Stay: not yet'

PROSPERO

The hour's now come;
The very minute bids thee ope thine ear;
Obey and be attentive. Canst thou remember
A time before we came unto this cell?
I do not think thou canst, for then thou wast not
Out three years old.

MIRANDA

Certainly, sir, I can.

PROSPERO

By what? by any other house or person?
Of any thing the image tell me that
Hath kept with thy remembrance.

MIRANDA

'Tis far off
And rather like a dream than an assurance
That my remembrance warrants. Had I not
Four or five women once that tended me?

PROSPERO

Thou hadst, and more, Miranda. But how is it
That this lives in thy mind? What seest thou else
In the dark backward and abysm of time?
If thou remember'st aught ere thou camest here,
How thou camest here thou mayst.

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Rockstar London

Producer	Mark Washbrook
Lead Programmer	Thomas Busser
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Nik Hemmings, Brian Hendricks, George Karvelishvili, Chris Kruger, Stuart Roskell, Matt Shepar
Additional Programming	Mark Atkinson, Benjamin Hathaway, Andreas Varga
Lead Artist	Ligh Halpas
Artists	Luis Antonio, Tze Lim, Julia Wren
Technical Artist	Mark Harrison - Ball
Additional Art	Mike Green
Lead Animation	Mark Tennant
Animation	CD Markham
Lead Designer	Charlie Brewster
Designers	Steve Brinstow, Giles Hitchcock, Josh Needleman, Tom Rigby, Gavin Skinner
Additional Design	Kirk Boornazian, Athila Matarik, Peter Saghegy
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire

Rockstar Toronto

Studio President	Kevin Hoare
Creative Director	Gary Bick
Producer	Rob Nelson
Lead Programmers	Oscar Valer, Frank Kozuh
Programmers	Alan Van Arden, Frank Chen, Geoff Herbymchuk, Karim Hemraj, Grant Kim, Andy Kwiatkowski, Terry Librenta, Matthew Pathipadavit, Nick Smelt, Shawn Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scripter	Matt West
Gameplay Scripters	Reginald Woods, David Yung
Lead Artists	Chris Babic, Kevin Freitas, Paul MacPherson
Artists	Pete Armstrong, Jimmy Borges, Denis Catson, Raymond Dela Cruz, Daniel Ebanks, Matt Kazan, Yun Kyung Suh, Luke Shelswell
Lead Animator	Abraham Ahmed
Animators	Rob Elsworth, John Kim, David Sagui
Audio Design	Steve 'Knuckles' Domohoe
QA Manager	Arthur Chiang
QA	Chris Conway
Production Assistant	Norm 'Tubbs' Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccato
Support	Matthew Flewelling, Mark Halala, Lisa Olsen

Rockstar North

Producer	Leslie Benais
Associate Producer	William Mills
Designer	Christian Cantamessa
Character concept	Alan Davidson
Animators	Gus Bruid, Mike Jones
Music by	Craig Conner

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Cast List

Daniel Lamb	Holmes Slocum
Leo Kasper	Holler Graham
Dr. Whyte	Linda Orth Pallavicini
Dr. Pickman	Richmond Hoxie
Judy Sender	Jordan Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schroder, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Heffernan, Ted Koch, Matt Walton
The Perus	Marco Bannicelli, Ezra Knight, Dennis Oshreimer, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Biberi, Karl Bury
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, LJ Ganser, Erik Jensen, T. Ryder Smith, James Urbanak, Tom Wopat
The Legion	Geoffrey Hrend, Brian Huers, Danny Burstein, Jeffrey Hawkins, Charles Parnell, Reg Rogers
Peru Aden	Luis 'Station' Antonio
Perus of the Project	Dan Ahearn, Mike Arkin, Jim Burke, Victoria Broderick, Jay Capozello, Barry Carl, Francesca Clemens, Chris Cook, Devin Flores, Jeff Garner, Walker Houser, Gregory Johnson, Duke Jordan-Edge, Ilyana Kadushin, Charles Loftin, Anthony Macbain, Anthony Mangano, Andrew McSimon, Rob Nilson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Strathern, Thobie Strolz, John Tarmey, Dan Van Zant, Oliver Vaquer, Robert Verlaque, Natalya Wilson, Michael Zuccano, John Zurhellen
Motion Capture Talent	Larry Ballard, Kurt Baucso, Charissa Chamorro, Devin Flores, Holler Graham, Lynne Horton, Laura Interval, Nicole Orth Pallavicini, Thobie Strolz, Holmes Slocum, Robert Stanton, Andrew Wheeler
Shoot Coordinator	Manny Siverio
Shoot Performers	Shacy Diaz, Chazz Hernandez, Declan Mulvey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	Image Metrics LLC
Weaponry	Weapons Specialists, Ltd.
Casting	Donna Desota-Casting, Telsey + Company
Motion Capture Studio	Perspective Studios
Motion Capture Director	Morgan J. Freeman
Voiceover Directors	Rod Edge, William Devizia, Morgan J. Freeman, Lazlow
Lead Cutscene Animator	Mando Ghulam
Cutscene Animators	Dermot Bailie, Felipe Busquets, Peter Saumun
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Brewster, Christian Cantamessa, John Zurhellen

Rockstar Lincoln

GM Manager	Mark Lloyd
Deputy GM Manager	Tim Bates
Lead Testers	Paul Alexander, Kit Brown, Jon Eadum
Secondary Leads	Mike Emery, Dan Goddard, Will Riggall
Test Team	Steve Bell, Mike Bennett, Mike Blackburn, Pete Broughton, Nathan Buchanan, Jim Crie, Phil Evans, Rob Dunkin, Dave Fahy, Eddie Gibson, Jon Gilhus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnam, Andre Mountain, Andy Mason, Steve McSagh, Craig Reeve, Sergio Russo, Jonathan Stokes, Jason Trindall, Andy Wastler, Carl Young

CLINICAL RECORD CARD

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Localization & Supervisor
Localization Test Team

Chris Welsh

Chris Bengner, Carola Berens, Domhnall Campbell, Luca Castiglioni, Paolo Cecchi, Giampiero Ferraro, Francois - Xavier Fouche, Dominic Garcia, Michele Kribel, Naomi Long, Gabriel Biezobas Mawaza, Katja Muller, Dennis Reimuller, Jesus Perez Rosales, Tomas - David Sallares, Brogan Zarpe Tejedor

Rockstar NYC

Executive Producer	Sam Houser
VP of Creative	Dan Houser
Art Director	Alex Horvath
Visualization Director	Steven Otis
VP of Product Development	Jeromimo Barrera
Producers	Nail McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rockstar Test Team	Brian Alcazar, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Flozak, Mike Hong, Rich Huie, Chris Mansfield, Mike Nathan, Gene Oyntan, Brian Planer, Christopher Plummer, Marc Rodriguez, William Rompf, Devin Smither, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Heles
Business Development Director	Sean Macaluso
Additional Motion Graphics	Maryam Parwana
Production Team	Peter Allen, Anthony Carvalho, Jaesun Celebre, Francesca Clemens, Rod Edge, Gregory Johnson, Rob Kariot, Lazlow, Anthony Litton, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santacrose, Eli Weissman, Jon Young, John Zurhellen
Rockstar NYC Publishing Team	Devin Bennett, Stephen Bliss, Andrea Bonzuku, Mike Cala, Jordan Chew, Afica Chuang, Gary Dale, Bruce Dugan, Daniel Einzig, Christopher Fiumano, Nick Giovannetti, Robert Gross, Rowan Hajaj, And Hantley, Sean Hollenbach, Kath Horvath, Gauri Khundaria, Hayum Kobayashi, Jennifer Kolbe, Steven Knezevich, Greg Lau, Anthony Macbain, Sean Mackenzie, Jeff Mayer, JP Moncada, Alex Moulle - Bortaux, Brian Noto, Ivan Paulovich, Jared Rara, Jesse Saland, David Santana, Stapton Sarjeant, Pete Shima, Hosi Simon, Job Stauffer, Nathan Stewart, Daisuke Tagaka, Adam Tedman, Lyonel Tollemache, Mike Torok, Nick Van Amburg, Rodney Walker, Bryan Wall, Devin Winterbottom, Angus Wong, Bill Woods, Marlene Yamaguchi, Paul Yates
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Special Thanks	The Frieder, Narns, Alan, The Rucks, Red, Big Foot, Rita Liberator, Elliot Torres

CLINICAL RECORD CARD

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CUSTOMER SUPPORT

TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: DO NOT CONTACT TAKE-TWO'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.

OUR TECHNICAL SUPPORT CONTACT DETAILS

Post	Take-Two Interactive Technical Support Unit A, Sovereign Park Brenda Road Hartlepool TS25 1NN
Telephone	(0870) 1242222 / calls charged at the national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays) Nederland 0900-2040404 (EUR 0,70ct p/m) België 0902-88079 (EUR 0,74ct p/m)
Fax	(01429) 233677
E-mail	take2@europesupport.com tech.support@take2europe.com
Website	www.take2games.co.uk

Customer Services Numbers

- | | |
|--|--------------------------|
| • Australia | 1300 365 911 |
| Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. | |
| • Österreich | 0820 44 45 40 |
| 0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen. | |
| • Belgique/België/Belgien | 011 516 406 |
| Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. | |
| • Danmark | 70 12 70 13 |
| Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter. | |
| • Suomi | 0600-411911 |
| 17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä. | |
| • France | 0820 31 32 33 |
| Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. | |
| • Deutschland | 01805 766 977 |
| 0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen. | |
| • Ελλάδα | 00 32 106 782 000 |
| Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation. | |
| • Ireland | 0818 365065 |
| All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. | |
| • Israel | 09 971170 |
| Please call these Customer Service Numbers only for hardware support of PlayStation products. | |
| • Italia | 199 116 266 |
| Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation. | |
| • Malta | 23 436300 |
| National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. | |
| • Nederland | 0495 574 817 |
| Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten. | |
| • New Zealand | 09 415 2447 |
| National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. | |
| • Norge | 81 55 09 70 |
| Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter. | |
| • Portugal | 707 23 23 10 |
| Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation. | |
| • España | 902 102 102 |
| Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation. | |
| • Sverige | 08 587 822 25 |
| Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter. | |
| • Suisse/Schweiz/Svizzera | 0848 84 00 85 |
| Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. | |
| • UK (network Gaming Only) | 08702 42 22 99 |
| • UK (all other enquiries) | 08705 99 88 77 |
| National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products. | |